

**AMENDMENTS TO THE CLAIMS**

**Claim 1 (Currently amended):** A method of locating a roving character in an environment, comprising:

- providing a roving character with a wireless transmitter;
- providing a user with a device including a wireless receiver;
- periodically transmitting a signal from the wireless transmitter on the roving character, the signal identifying the roving character;
- receiving the signal at the device's wireless receiver; and
- responsive to receipt of the signal, automatically notifying the user via the device that the roving character is nearby.

**Claim 2 (original):** The method of claim 1 wherein the signal is an infrared signal.

**Claim 3 (original):** The method of claim 1 wherein the signal is a radio frequency signal.

**Claim 4 (original):** The method of claim 1 wherein the signal comprises a code relating to the identity of the roving character.

**Claim 5 (Currently amended):** The method of claim 1 wherein the ~~toy~~ device further comprises a memory and stores the received wireless signal in the memory.

**Claim 6 (Currently amended):** A method of locating a roving character in an environment, comprising:

- providing a plurality of wireless signal transmitters at various locations throughout the environment;
- providing a roving character with a wireless signal receiver and a wireless signal transmitter;
- providing a user with a device comprising a wireless signal receiver;

periodically transmitting wireless signals indicative of roving character location from the plurality of wireless signal transmitters;

receiving at least one wireless signal indicative of roving character location at the wireless signal receiver ~~of~~ on the roving character;

transmitting a wireless signal from the roving character, the roving character wireless signal comprising the identity and location of the roving character;

receiving the wireless signal sent from the roving character at the wireless receiver in the device; and

responsive to receipt of the signal in the device, the device automatically notifying the user of the device of the location of the roving character.

**Claim 7 (original):** The method of claim 6 wherein the wireless signal is an infrared signal.

**Claim 8 (original):** The method of claim 6 wherein the wireless signal is a radio frequency signal.

**Claim 9 (Currently amended):** An interactive character system comprising:

one or more devices, each device having one or more wireless electronic signal receivers structured to receive a wireless signal, and an electronic system in each device, said electronic system having a programmable memory structured to store software and preprogrammed data, said software structured to interpret a received electronic signal and to trigger playback of preprogrammed data related the received electronic signal; and

an environment having disposed therein one or more roving characters, each roving character having a signal transmitter structured to transmit an electronic signal indicating the identity of the roving character;

wherein said device produces a notification in response to receiving an electronic signal from the roving character.

**Claim 10 (Previously presented):** The method of claim 9 wherein the electronic signal is an infrared signal.

**Claim 11 (Previously presented):** The method of claim 9 wherein the electronic signal is a radio frequency signal.

**Claim 12-18 (Canceled)**

**Claim 19 (Currently amended):** An interactive device comprising:

a wireless signal receiver for receiving a wireless signal from at least one of a plurality of wireless signal transmitters located within a surrounding environment, the wireless signal representing the identity of a location, object, or character within the surrounding environment;

a memory in the device pre-programmed with data related to location, object, or character;

an event memory in the device, said event memory used to store data contained in the signals received; and

an electronic system in the device for relating the data found in the event memory and for recalling/reminding ~~an owner~~ a user of the interactive device of past events stored in said event memory.

**Claim 20 (Previously presented):** The interactive device of claim 19 wherein the owner's name is stored in memory.

**Claim 21 (Previously presented):** The interactive device of claim 19 wherein the interactive toy addresses the owner using the name stored in memory.

**Claim 22 (Previously presented):** The interactive device of claim 19 wherein the receiver is an infrared receiver for receiving Infrared signals.

**Claim 23 (Previously presented):** The interactive device of claim 19 wherein the receiver is a radio frequency receiver for receiving radio frequency signals.

**Claim 24 (Previously presented):** The interactive device of claim 19 wherein each location, object, or character corresponds with a wireless signal transmitter.

**Claim 25 (original):** The method of claim 1 wherein the notifying comprises producing speech.

**Claim 26 (original):** The method of claim 1 wherein the notifying comprises producing sound effects.

**Claim 27 (original):** The method of claim 1 wherein the notifying comprises producing music.